

Golem, Iron  
(from the Monster Manual)



FREQUENCY: Very rare  
NO. APPEARING: 1  
ARMOR CLASS: 3  
MOVE: 6"  
HIT DICE: 80 Hit points  
% IN LAIR: Nil  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Non-  
ALIGNMENT: Neutral  
SIZE: L (12' tall)  
PSIONIC ABILITY: Nil  
DAMAGE/ATTACK: 4-40  
Attack/Defense Modes: Nil  
LEVEL/X.P. VALUE: X/14,550



Construction of an iron golem, bipedal and manlike, requires a magical tome or a magic-user of 18th or higher level employing the following spells: *Wish*, *Polymorph Any Object*, *Geas*, and *Cloudkill*. The cost in materials is 1,000 gold pieces per hit point, and it requires 3 months construction time.

The golem created always remains under the control of the magic-user who created it. It can obey any simple commands. It will stand, nonfunctioning, as a guard until some event takes place, i.e. until a door is opened, a book read, etc.

In addition to striking, an iron golem will breathe out a cloud of poisonous gas, 1" X 1" X 1", directly before it, once every 7 melee rounds.

The strength of an iron golem is three times greater than that of a flesh golem. An iron golem can do 1 point of structural damage per melee round.

An iron golem can be struck only by magical weapons of +3 or greater enchantment. Normal and magical weapons under +3 do no damage. The only magical attacks which affect the iron golem are electrical, such as a *Lightning Bolt*, which slows the monster 50% for 3 melee rounds. Magical fire attacks repair damage on a 1 hit point for 1 hit point basis. Iron golems are subject to attack from rust monsters.